

HYPER SCAN™

G A M E



X-MEN™
INSTRUCTIONS



Important Ergonomic Information: Repetitive Motion

Some people may experience fatigue or discomfort after playing for a long time. If your hands and arms become tired or uncomfortable during gameplay, stop playing immediately and rest.

If you continue to experience soreness or discomfort during or after play, stop playing and consult your physician.

If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. As necessary, consult your physician before playing video games.

Warning! Photosensitivity And Seizures

Video games may cause a small percentage of individuals to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may induce epileptic symptoms even in persons who have no history or seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your physician prior to game play.

It is recommended that parents observe their children when their children play video games. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

To reduce the likelihood of a seizure while playing video games:

Sit at least two feet from the screen in a well-lit room.

Reduce the brightness of the screen.

Do not play video games if you are tired.

Take frequent breaks from the games and look away from the screen every once in a while.

Turn the game off if strange or unusual feelings or body jerks develop.

Using IntelliCard™ Collectible Game Cards

Please follow these instructions carefully.

- Hold your card by the edges with the HyperScan™ logo facing up and the character illustration face down.
- When prompted (onscreen) position the rounded section of the card so the target area hovers directly over the sensor in the CENTER of the glowing red panel (as indicated). Your card should be approximately 1/4 inch from the sensor.
- A sound will confirm a successful scan and your character will appear onscreen momentarily.



- During gameplay you may scan modification (MOD) cards to enhance and customize your character's fighting skills.

If you scan an incorrect card you will hear a sound indicating that the card you scanned is not suitable for use at that particular time.

Caring For IntelliCard™ Game Cards

Although the patented technology embedded in our IntelliCard™ Game Cards is quite durable, please do not mishandle or mistreat your cards, as abuse will adversely effect their performance.

Handling Your HyperScan™ Format Disc

This disc is intended for use with
HyperScan™ consoles only.

Do not bend it, crush it, or submerge in liquids.

Do not leave it in direct sunlight or exposed to other sources of heat.

Keep the game disc clean. Always hold the disc by the edges and keep it in a protective sleeve when not in use.

Clean your disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners on the disc.

Loading Your HyperScan™ Game Disc

Open the console's CD compartment and place the game disc, printed side up, into the compartment on the center hub. **DO NOT TOUCH THE LENS!** You may then close the compartment cover.

Screen Saver

During periods of inactivity a HyperScan™ screen saver will be set in motion. Press any button to return to the main menu.

Keep these instructions for future reference as they contain important information.

Contents:

1 Video game disc

6 Game cards

1 Game instruction manual

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

Table Of Contents

CONTROLLER CONFIGURATION

HUD

STORY

GAME PLAY

MAIN MENU

CHARACTERS

MOD CARDS

COLLECTOR CARD LIST

1. EL
Sc
Th

2.
(c
fa
(t
a:
(
S
(
(
a
p

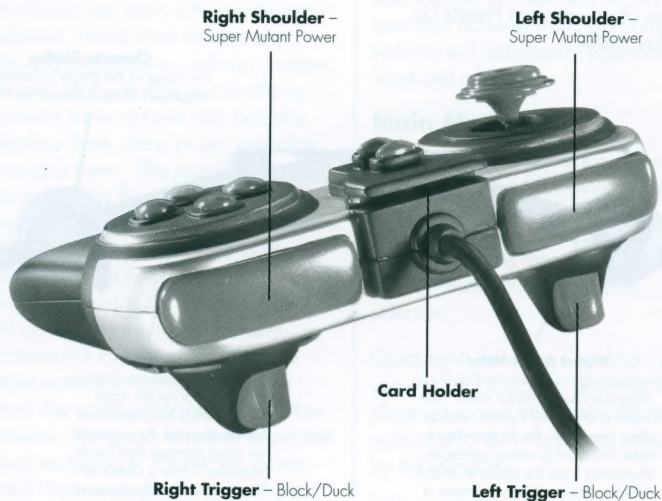
3
a
th
p
n

4
il
p
o
g
c
r
c
c
t

Select - Functions as a "BACK" button or "EXIT" button. The red button also serves the same function.



IMPORTANT! Only HyperScan™ controllers are supported by this console. The use of other joysticks, paddles or peripherals may cause damage to your system and will cause it to not function properly.



Scanning Cards Before/After A Fight:

When players enter a fight they will be prompted to first scan a character card. Then, the players will be prompted to scan their MOD cards. Different MOD cards will produce various effects. The player(s) then fight. When the fight is complete, the player(s) will be prompted to re-scan their character card(s) to upgrade them.

NOTE: When you hear the "End It!" audio prompt, scan your character's Finishing Move card (if you have one) to complete the battle in spectacular style.

IM
ag
for
nir
an
EU
SC
Th

1.
El
Se
Th

2

(c
fo

(R
a

(S

(

(c
p

3
c
f
P
r

A
i
I
c

!

!

An image of the player's character is displayed at each side of the HUD.



Surrounding the Character Display is a circular Mutant Attack meter. This meter is controlled by time, and as time progresses the Mutant Attack meter fills. During normal gameplay, characters have the ability to utilize Mutant attacks. When the meter is 50% full, a player can utilize the character's attacks. When the meter is 100% full, the force of the character's attack is dramatically increased. Once an attack move is used, the meter depletes and begins re-charging as time passes so the attacks can be reused throughout the fight.

Next to the Character Display is a linear health meter. Full health is indicated by a full health meter. As a character takes damage their health depletes. Once a character's health meter is fully depleted and defeated the fight is over for that round.

Story

In the Marvel Universe, X-Men™ are humans who, through a leap in evolution, are born with superhuman abilities. While most mutants are law-abiding citizens, ordinary humans, fearing that with their extraordinary powers these mutants may one day replace them, show public prejudice towards them. This prejudice is worsened by the actions of a Brotherhood of Mutants who, led by the evil Magneto, use their powers to disrupt and dominate human society. In order to protect and build the reputation of decent mutants the benevolent Professor X formed an academy to train mutants to protect themselves from the world of Magneto and other threats. The good forces of characters such as Cyclops, Wolverine, Storm and Phoenix constantly battle the evil ways of Sabretooth, Juggernaut, Toad, Mystique and others.

Game Play

The main goal of a X-Men™ player is to free the world from the evil clutches of Magneto and his henchmen by choosing to fight, using one of the characters loyal to Professor X. Favorite characters like Wolverine, Cyclops,

Storm, as well as many others are available from which a player may choose. Players can also choose to side with the Brotherhood of the Mutants and achieve world domination with the evil Sabretooth, Juggernaut, Toad and others.

Main Menu

At the start of the game the player is presented with a Main Menu screen.

Using the joystick, scroll up or down the list of options then press the "START" button to activate your selection.

Quickfight: Selecting Quickfight puts you right in the action, allowing the player to scan a character and fight against a random opponent selected by the computer.

1 Player Tournament: Selecting 1 Player Tournament allows the player to scan a character and MOD cards and fight against a set series of opponents with increasing difficulty ratings. The player cannot progress until the current opponent is defeated.

2 Players: Selecting 2 Players allows 2 players to scan character and MOD

cards in turn and fight against each other.

Danger Room: Selecting the Danger Room allows a player to practice in computer-generated environments to hone their skills.

Card Evaluation: Selecting Card Evaluation allows players to scan a game card and see the type of card and its current status.

Controls: Selecting Controls allows the player to view the game controller layout.

While in the Main Menu, press either shoulder button to view game credits.

X-Men™ Characters

Wolverine

The most celebrated and hardened fighter in Xavier's school Wolverine is a melee machine. Distance is the only effective defense against him, since his Adamantium claws deliver lethal damage.

Storm

Storm is a very well-rounded combatant with the unique ability to hold the peak of her jump in a hover. Her

speed is substantially increased while airborne. Her Thunder 'N' Lightning Strike is a fearsome attack, which she can unleash on her opponents.

Cyclops

Cyclops isn't a great Fighting Skills fighter, but his Projection Attack more than compensates. Eye Beam is his bread and butter and it is very effective.

Gambit

Gambit is a capable fighter noted for his flamboyant street-fighting style and ability to deliver Fighting Skills attacks from a safe distance using his staff. His mutant power allows him to imbue any object with latent kinetic energy, causing it to explode on contact. Most famously, he applies this power to playing cards, which he throws with deadly speed and accuracy.

Colossus

The big-hearted, gentle immigrant with a Russian farming background, Colossus' main feature is his enormous strength. With the ability to transform his body tissue into a steel-like substance he is a mighty opponent.

Nightcrawler

Nightcrawler is an extremely agile mutant, being an accomplished former circus acrobat. His Teleportation ability can place him instantly in position to attack his enemy's vulnerable side, and instantly return him again to a safe distance. Fighting against him is a game of anticipation.

Iceman

Iceman has the ability to freeze his enemies in their tracks. While not a fighting character with great strength, he has a good speed rating and a good Energy Projection attack as well as a good defensive ability.

Rogue

With outstanding strength, Rogue is a force to be reckoned with. Her Deceptive Touch drains health and strength from her opponent and adds to her own. Her opponent is finished when this happens.

Jean Grey/Phoenix

The Phoenix Force's embodiment of Jean Grey resulted in the most powerful mutant telepath in existence. Her Telekinesis allows her to physically manipulate her opponents, and her Mental Bolt move unleashes enormous amounts of energy.

Beast

After ingesting an untested chemical formula that triggered mutation and exaggerated his incredible athletic prowess, Beast's skin developed blue fur and he grew significantly larger canine teeth. Though his intelligence is equal to his extraordinary physical strength, it is Beast's brawn for which he is feared. His Irresistible Force is indefensible.

Magneto

Magneto wields total mastery over magnetism and electromagnetic force. He can even manipulate the minerals in his body to make himself effectively many times stronger, as with his Magnetic Fortification ability. His Shrapnel attack attracts dozens of metal fragments from all directions, projecting them at his enemies, resulting in a devastating final attack.

Juggernaut

Juggernaut is the strongest mutant in the Marvel universe and is virtually unstoppable. His attacks are clumsy but deliver incredible damage and his Power of Cyttorak empowers him with supernatural strength.

Toad

As dangerous as he is grotesque, Toad is one of the most agile mutants. His jumping ability is unrivaled and he exudes a sticky substance enabling him to cling to walls and ceilings, from which he can launch powerful leaping attacks. His Toxic Spew attack is not only grotesque... but deadly.

Mystique

Mystique is a metamorph who can psionically shift the molecules of her body to increase the effectiveness of Fighting Skills blows. She is also very agile, with an emphasis on combo attacks.

Sabretooth

Sabretooth is a formidable hand-to-hand combatant. His Shredder Attack deals brutal damage to his opponent, and his Throat Rip move displays the savage strength of a wild animal.

Lady Deathstrike

Adamantium molecules give Lady Deathstrike unbreakable bones for increased defense, and her Cyborg Assault attack is a most powerful offensive force.

Scarlet Witch

Scarlet Witch uses her powers to affect probability fields. Her Chaos Magik attack works to gain an advantage over opponents.

Omega Red

Armed with lethal airborne toxin abilities, Omega Red is a dangerous enemy. In addition, his carbonadium tentacles are a secondary feature his opponents have to deal with.

The Blob

The Blob is extremely robust and resilient, nearly impervious to all forms of physical and energy damage. His skin is impenetrable and elastic, and he emits a field of super gravity, making himself immovable. Gravity Press is a grappling attack in which his personal gravity is dramatically increased.

The Sentinels

The Sentinels are powered by the same technology as their robotic predecessors and possess superhuman strength and endurance. All Sentinels are outfitted with the latest in mutant-scanning technology and tactical-analysis software. Simply by observing a target, they can devise the best means of capturing or eradicating it.

If their initial attempt falls short, Sentinels assess all available data to formulate superior tactics. Their weapons vary from jet-propulsion units to wrist-mounted blaster arrays.

Professor X (NPC)

A superior scholar and brilliant mentor, Professor X can be used as a MOD card to increase the skill level of your characters and also provides hints about your opponent when used in Tournament mode.

MOD Cards

Attack Mod Cards – One per Character

Scan these cards to increase the attack skill level of your character.

Defense Mod Cards – One per Character

Scan these cards to increase the defensive skill level of your character.

Finishing Move Cards – One per Character

Scan these cards to create a dramatic finishing move against your weakened opponent.

Note: A player can scan the same Attack, Defense, or Counteraction MOD Card more than once, but only the first scan is actually used during the fight.

Counter Action Mod Cards

Scan these cards to endow your character with special immunities against your opponent.

Danger Room Cards

Scan these cards when entering the corresponding training environment to increase your points while you hone your character's skills.

Ultimate Character Cards

Ultimate Character Cards are special cards of selected mutants with alternate costumes and higher attributes. Ultimate Characters have the ability to scan 3 MOD cards when battling a non-Ultimate opponent and 4 MOD cards if fighting against an Ultimate opponent.

X-Men™ Game Card Color Codes

The frames around the edges of your game cards are color coded to help you quickly identify the type of card and its function.

Character Cards – Purple

Ultimate Cards – Magenta

Attack MOD Cards – Red

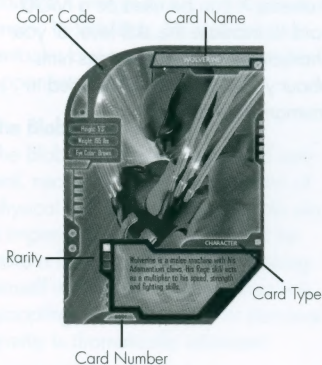
Defense MOD Cards – Green

Danger Room Cards – Blue

Finishing Move Cards – Orange

Rarity

The small vertical squares located at the upper left side of the frame in which the descriptive text appears indicates the card's level of rarity, one dot being the most common and three dots being the least common.



Collector Card List

X-MEN™

Collector Card#

Collector Card#	Title	Type
○ 001	Wolverine	Character
○ 002	Lady Deathstrike	Character
○ 003	Adamantium Claws	Attack - MOD
○ 004	Big Chill	Attack - MOD
○ 005	Cyborg Assault	Attack - MOD
○ 006	Strength Room	Danger Room
○ 007	Wolverine	Ultimate
○ 008	Storm	Character
○ 009	Cyclops	Character
○ 010	Iceman	Character

○ 011	Jean Grey/Phoenix	Character	○ 057	Energy Projection Room	Danger Room
○ 012	Magneto	Character	○ 058	Gambit	Character
○ 013	Jean Grey/Phoenix	Ultimate	○ 059	Colossus	Character
○ 014	Mystique	Character	○ 060	Nightcrawler	Character
○ 015	Omega Red	Character	○ 061	Rogue	Character
○ 016	Blob	Character	○ 062	Beast	Character
○ 017	Adamantium Mayhem	Finishing Move	○ 063	Juggernaut	Character
○ 018	Sun Burst	Finishing Move	○ 064	Toad	Character
○ 019	Devastating Optic Blast	Finishing Move	○ 065	Sabertooth	Character
○ 020	Super Freeze	Finishing Move	○ 066	Sabertooth	Ultimate
○ 021	Mental Bolt	Finishing Move	○ 067	Scarlet Witch	Character
○ 022	Shrapnel	Finishing Move	○ 068	Sentinels	Character
○ 023	Spinning Death	Finishing Move	○ 069	Death Dealer	Attack - MOD
○ 024	Rapid Fire Destruction	Finishing Move	○ 070	Kinetic Cover	Defense - MOD
○ 025	Lethal Injection	Finishing Move	○ 071	Brutal Force	Attack - MOD
○ 026	Gravity Press	Finishing Move	○ 072	Steel-like Skin	Defense - MOD
○ 027	Accelerated Healing	Defense - MOD	○ 073	Teleportation	Attack - MOD
○ 028	Thunder n' Lightning	Attack - MOD	○ 074	Escape Artist	Defense - MOD
○ 029	Hover Hold	Defense - MOD	○ 075	Absorption	Attack - MOD
○ 030	Vapor-eyes	Attack - MOD	○ 076	Escape Flight	Defense - MOD
○ 031	Cool Head	Defense - MOD	○ 077	Real McCoy	Attack - MOD
○ 032	Below Zero	Defense - MOD	○ 078	Passive Aggression	Defense - MOD
○ 033	Deceptive Touch	Attack - MOD	○ 079	Power of Cyttorak	Attack - MOD
○ 034	Psychic Shield	Defense - MOD	○ 080	Armored Helmet	Defense - MOD
○ 035	Metallic Mayhem	Attack - MOD	○ 081	Amphibian Assault	Attack - MOD
○ 036	Magnetic Maneuver	Defense - MOD	○ 082	Goop Swoop	Defense - MOD
○ 037	Adamantium Skeleton	Defense - MOD	○ 083	Killer Instinct	Attack - MOD
○ 038	Morph Queen	Attack - MOD	○ 084	Rapid Recovery	Defense - MOD
○ 039	Shapely Shifting	Defense - MOD	○ 085	Chaos Magic	Attack - MOD
○ 040	Toxic Tentacles	Attack - MOD	○ 086	Scarlet Leather	Defense - MOD
○ 041	Red Guard	Defense - MOD	○ 087	Mutant Extermination	Attack - MOD
○ 042	Unstoppable Force	Attack - MOD	○ 088	Adaptive Mode	Defense - MOD
○ 043	Superhuman Resistant	Defense - MOD	○ 089	S2 Card Slice	Finishing Move
○ 044	Projectile Shield	Defense - MOD	○ 090	Power Driver	Finishing Move
○ 045	Auto Duck	Defense - MOD	○ 091	Tele-Driver Spin	Finishing Move
○ 046	Resurrect!	Defense - MOD	○ 092	Total Drain	Finishing Move
○ 047	Melee Shield	Defense - MOD	○ 093	Irresistible Force	Finishing Move
○ 048	Triple Strike	Attack - MOD	○ 094	Head Crush	Finishing Move
○ 049	Half as Nice	Attack - MOD	○ 095	Toxic Spew	Finishing Move
○ 050	Projectile Vengeance	Attack - MOD	○ 096	Throat-Rip	Finishing Move
○ 051	Melee Vengeance	Attack - MOD	○ 097	Thermonuclear Holocaust	Finishing Move
○ 052	Professor X	Character	○ 098	Dead Man's Hands	Finishing Move
○ 053	Durability Room	Danger Room	○ 099	Super Shield	Defense - MOD
○ 054	Speed Room	Danger Room	○ 100	Auto Jump	Defense - MOD
○ 055	Intelligence Room	Danger Room	○ 101	Reflective Mode	Attack - MOD
○ 056	Fighting Skills Room	Danger Room	○ 102	Super Speed	Attack - MOD

IMPORTANT - READ CAREFULLY: This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or, if purchased or otherwise acquired by or for an entity, an entity) and Mattel, Inc. ("Mattel") for the Mattel product that accompanies this EULA, including computer software and any associated media, printed materials, and documentation ("Software"). YOU AGREE TO BE BOUND BY THE TERMS OF THIS EULA BY OPENING THE BOX CONTAINING THE SOFTWARE OR OTHERWISE USING THE SOFTWARE, OR BY CLICKING THE ACCEPTANCE BUTTON ON ANY ELECTRONIC VERSION OF THIS EULA. IF YOU DO NOT AGREE, DO NOT USE THE SOFTWARE.

1. GRANT OF LICENSE. So long as you comply with the terms and conditions of this EULA, Mattel grants you a non-exclusive, non-transferable right to use one copy of the Software for your personal use. All rights not granted in this EULA are retained by Mattel. The Software is licensed, not sold.

2. RESTRICTIONS ON USE. You shall not:

(a) Use the Software in a commercial manner, including, without limitation, at a gaming facility or similar use.

(b) Rent, lease, license or otherwise distribute or transfer the Software or its use, except as set forth below.

(c) Remove any copyright, trademark or other proprietary notices contained in the Software.

(d) Export or import the software in violation of law.

(e) Reverse engineer, disassemble, decompile or otherwise attempt to derive the source code for the Software, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.

3. TRANSFER OF OWNERSHIP. You may make a permanent transfer of this EULA and Software to another user, provided you retain no copies of the Software. This transfer must include all of the Software (including all component parts, the media and printed materials, any upgrades, and this EULA). Prior to the transfer, the end user receiving the Software must agree to all the EULA terms.

4. OWNERSHIP. The Software contains copyrighted material, trademarks and other intellectual property that is owned by Mattel or that is provided by and belongs to third parties ("Third Party Providers"). Mattel and the Third Party Providers own and will retain all title, ownership rights and intellectual property rights in and to the Software.

5. ADDITIONAL SOFTWARE/SERVICES. This EULA applies to updates, supplements, add-on components, or Internet-based services components, of the Software that Mattel may provide to you or make available to you after the date you obtain your initial copy of the Software, unless we provide other terms along with the update, supplement, add-on component, or Internet-based services component. Mattel reserves the right to discontinue any Internet-based services provided to you or made available to you through the use of the Software.

6. TERMINATION. You may terminate this EULA by destroying all copies of the Software. This EULA will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts.

7. DISCLAIMER OF WARRANTIES. Mattel makes no warranties for the Software.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, MATTEL PROVIDES THE SOFTWARE AS IS AND WITH ALL FAULTS, AND HEREBY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF NON-INFRINGEMENT, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. NO REPRESENTATIONS OR WARRANTIES, REGARDLESS OF FORM, WILL BE BINDING ON OR OBLIGATE MATTEL.

8. EXCLUSION OF DAMAGES; LIMITATIONS ON DAMAGES. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL MATTEL BE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, BUT NOT LIMITED TO, DAMAGES FOR LOSS OF PROFITS OR CONFIDENTIAL

OR OTHER INFORMATION, FOR BUSINESS INTERRUPTION, FOR PERSONAL INJURY, FOR LOSS OF PRIVACY, FOR FAILURE TO MEET ANY DUTY INCLUDING OF GOOD FAITH OR OF REASONABLE CARE, FOR NEGLIGENCE, AND FOR ANY OTHER PECUNIARY OR OTHER LOSS WHATSOEVER) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OF OR INABILITY TO USE THE SOFTWARE OR OTHERWISE UNDER OR IN CONNECTION WITH ANY PROVISION OF THIS EULA AND EVEN IF MATTEL HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT WILL THE TOTAL LIABILITY OF MATTEL RELATING TO THE SOFTWARE EXCEED THE PRICE PAID FOR THE SOFTWARE. Some States and countries do not allow the limitations set forth in this Section and Section 7, so those limitations may not apply to you.

9. INDEMNITY. You agree to indemnify, defend and hold harmless Mattel and its affiliates and each of their directors, officers, shareholders, employees and agents from and against any damages, losses and expenses incurred by any of them arising out of or relating to your use or possession of the Software.

10. INJUNCTIVE RELIEF. Because Mattel would be irreparably injured if the terms of this EULA were not enforced, you agree that: (a) Mattel will be entitled to seek and obtain, on an expedited basis from any court of competent jurisdiction, immediate injunctive relief to enjoin any breach or prospective breach of this EULA, and (b) you will not object to any such application for injunctive relief on the grounds that Mattel's losses may be compensated by monetary damages.

11. U.S. GOVERNMENT RESTRICTED RIGHTS. The Software has been developed at private expense and is provided as "Commercial Computer Software" or "restricted computer software." Use, duplication and disclosure by the U.S. Government or any U.S. Government subcontractor is subject to subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software provisions of DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software restricted rights provisions of FAR 52.227-19. The contractor/manufacturer is Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245.

12. APPLICABLE LAW. If you acquired this Software in the United States, this EULA is governed by the laws of the State of California. If you acquired this Software elsewhere, unless expressly prohibited by local law, this EULA is governed by the laws of the State of California. You hereby consent to the exclusive jurisdiction and venue of the state courts sitting in Los Angeles County, California or the federal courts in the Central District of California to resolve any disputes arising under this EULA.

13. ENTIRE AGREEMENT; SEVERABILITY. This EULA (including any addendum or amendment to this EULA which is included with the Software) is the entire agreement between you and Mattel relating to the Software and they supersede all prior or contemporaneous oral or written communications, proposals and representations with respect to the Software or any other subject matter covered by this EULA. To the extent the terms of any Mattel policies or programs for support services conflict with the terms of this EULA, the terms of this EULA shall control. If any provision of this EULA is held to be void, invalid, unenforceable or illegal, the other provisions shall continue in full force and effect.

Be sure to visit our web site at
www.HyperScanGamer.com for game tips, helpful hints,
newsletters and more.

CONSUMER INFORMATION

Need Assistance? In the US and Canada, service.mattel.com or 1-800-524-8697, M-F 8AM - 6PM, ET.

K4432-0921

© 2006 Mattel, Inc. 333 Continental Blvd., El Segundo, CA 90245 U.S.A. All Rights Reserved. Printed in USA
TM & © 2006 MARVEL. This X-MEN Game Pack is produced under MARVEL license.